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CISC 1600

Rose Power

The program would be an interactive program that allows the user to choose which color rose they would like. It would then allow the user to put (grow) the rose anywhere on the screen they like. Once the user is done “growing” roses they can sit and marvel at their roses and listen to Vivaldi, or they can start all over again and choose a different color rose. I utilized arrays to store the images of the roses. Using GIMP, I edited an image of a rose to display different colors. I decided to use Red, Blue, Yellow, and Purple. I also flipped the stems and heads for a total of 4 files per color. This was used for the “dancing illusion”. I added Spring music and a ‘blop’ sound for when the roses are “grown”.

There are a few animation elements. First element would be the sun in the background. This element would be present in every game state. The sun will ‘sparkle’. Also, the main screen would have “dancing” roses. The user will interact with the directions on the screen by pressing specific keys. After the color for the rose has been chosen the program tracks the mouse and places the rose where the mouse is clicked.

The main issue I came across was the sun. I tried to make it animated throughout the program however for some reason I could not get it to animate after the color was selected. Also, I found it difficult to eliminate the need for repeated copy and paste. I am sure there is a sort of loop I should have used however I could not figure it out. My program would look much shorter if I could have figured it out.

The following is a simple drawing of my program window:

Diagram

Description automatically generated